Subject: DropGrid
Posted by unodgs on Wed, 01 Aug 2007 21:12:38 GMT
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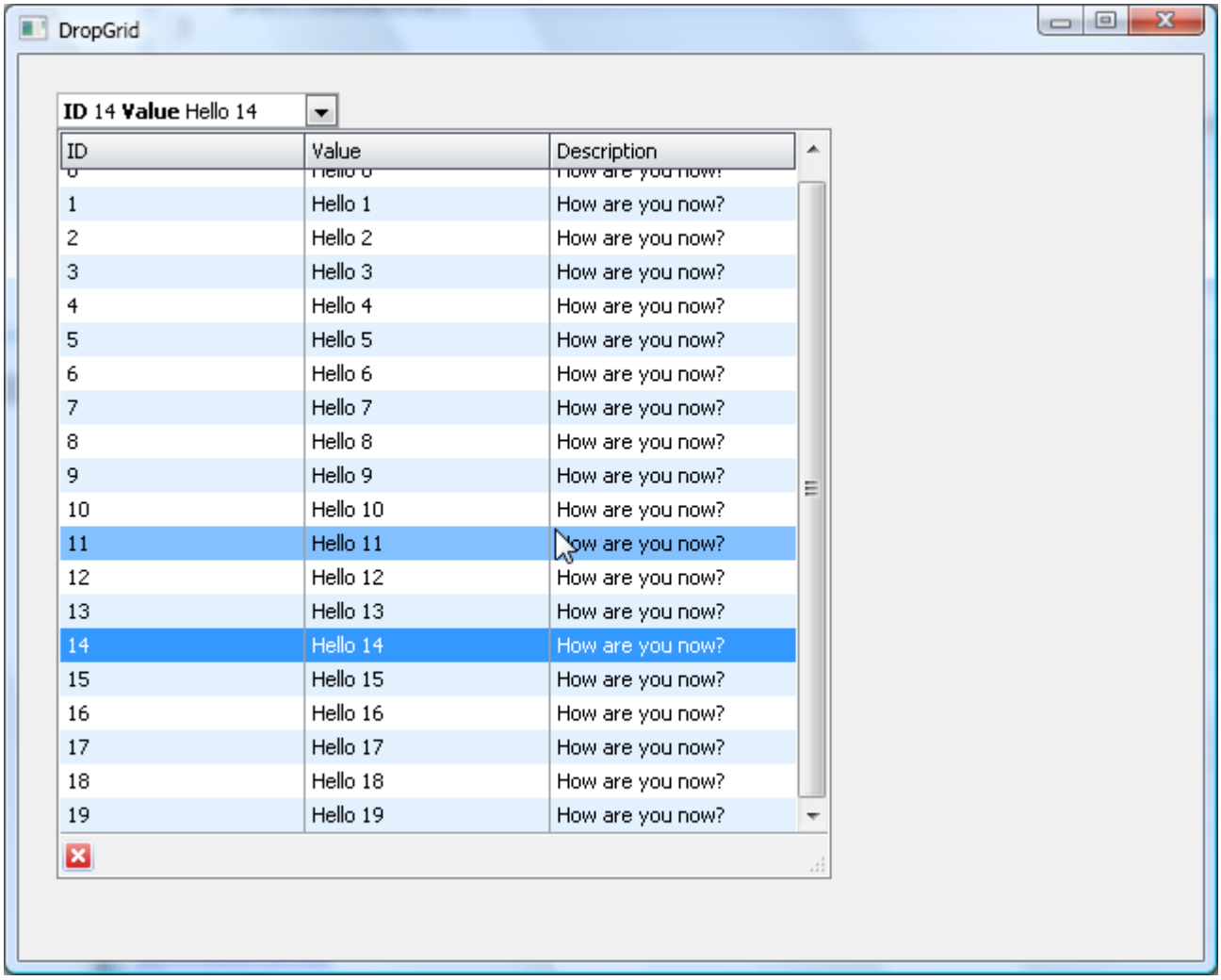
DropGrid is a "DropList" based on GridCtrl with some new capabilities:

it can have more than one column
it is resizeable
it can display "row values" as a display value
it supports dynamic searching. just start typing when dropgrid has focus. All rows that contain a pattern will be highlighted. F3 moves the cursor to the next matched row.

Of course DropGrid returns one key value, which can be set in SetKeyColumn(int col).
Please open main.cpp in DropGrid package to see how to use it.
I'll make a full documentation a little bit later.
DropGrid can be used for example to show complex database query result without grid/array placed on the dialog layout.

File Attachments

1) DropGrid.png, downloaded 1396 times

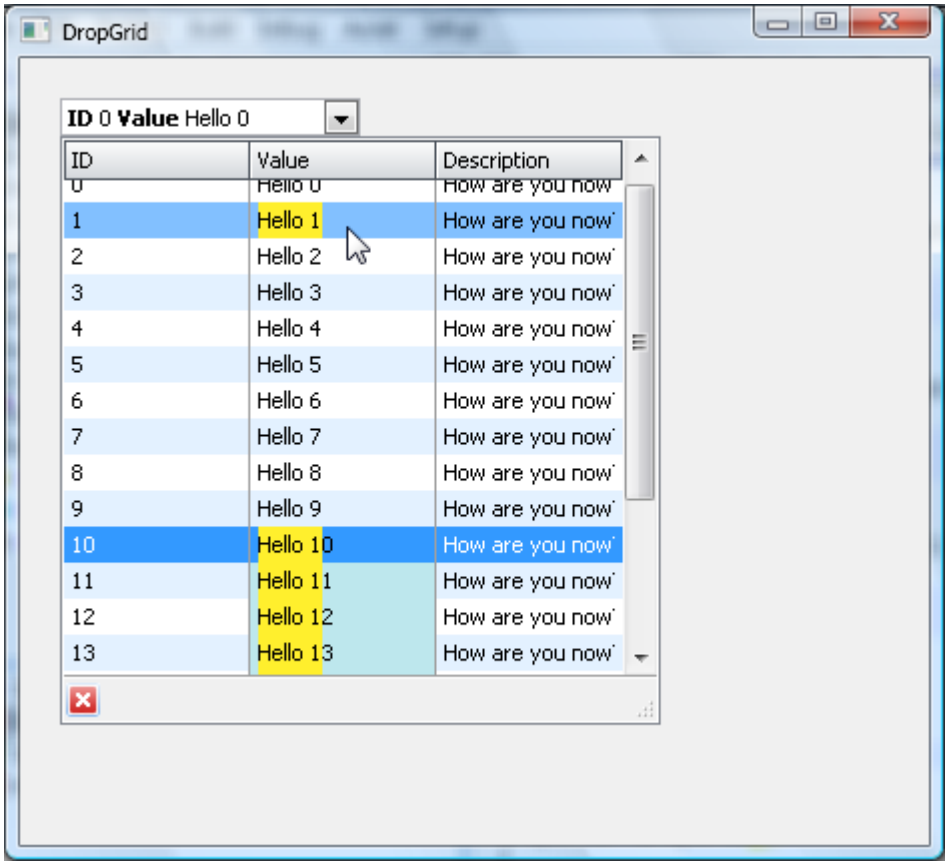


Subject: Re: DropGrid
Posted by unodgs on Wed, 01 Aug 2007 21:15:08 GMT
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Searching:

File Attachments

1) DropGrid2.png, downloaded 1379 times



Subject: Re: DropGrid
Posted by piratalp on Wed, 05 Sep 2007 17:06:50 GMT
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Where is it? Do I have to download development version?

Subject: Re: DropGrid
Posted by piratalp on Wed, 05 Sep 2007 17:28:41 GMT
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piratalp wrote on Wed, 05 September 2007 14:06Where is it? Do I have to download development version?

Sorry I didn't saw before, it is under "uppsrc", I'll take a look, seems very cool, it only lacks a property to tell it to show ONLY found results, so there is no need for F3...

Subject: Re: DropGrid
Posted by piratalp on Wed, 05 Sep 2007 17:30:59 GMT
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Well, I can't try it because get these errors when compiling:

```
 ------------------------------------------------------------ ----
BLITZ: DropGrid.cpp main.cpp
In file included from C:/upp/out/DropGrid/MINGW.Blitz.Gui.Main\$blitz.cpp:3:
C:\upp\uppsrc\DropGrid\DropGrid.cpp: In member function `virtual void
Upp::DropGrid::Paint(Upp::Draw&)':
C:\upp\uppsrc\DropGrid\DropGrid.cpp:224: error: no matching function for call to
`Upp::GridDisplay::Paint(Upp:
 :Draw&, int, int, int, int, Upp::Value, int, Upp::Color&, Upp::Color&, Upp::Font, bool, int, int)'
C:/upp/uppsrc/GridCtrl/GridDisplay.h:86: note: candidates are: virtual void
Upp::GridDisplay::Paint(Upp::Draw&
 , int, int, int, int, const Upp::Value&, Upp::dword, Upp::Color&, Upp::Color&, Upp::Font&, bool, int,
int)

C:\upp\uppsrc\DropGrid\DropGrid.cpp:227: error: no matching function for call to
`Upp::GridDisplay::Paint(Upp:
 :Draw&, int, int, int, int, Upp::Value, int, Upp::Color&, Upp::Color&, Upp::Font, bool, int, int)'
C:/upp/uppsrc/GridCtrl/GridDisplay.h:86: note: candidates are: virtual void
Upp::GridDisplay::Paint(Upp::Draw&
 , int, int, int, int, const Upp::Value&, Upp::dword, Upp::Color&, Upp::Color&, Upp::Font&, bool, int,
int)

C:\upp\uppsrc\DropGrid\DropGrid.cpp: In member function `Upp::Value
Upp::DropGrid::MakeLongValue(int, bool) co
 nst':
C:\upp\uppsrc\DropGrid\DropGrid.cpp:667: error: ambiguous overload for 'operator+=' in 'v +=
Upp::GridCtrl::Ge
 tConvertedColumn(int, Upp::Value&) const((((const Upp::Vector<int>*)((const
Upp::DropGrid*)this)) + 156u)-
 >Upp::Vector<T>::operator[] [with T = int](i), ((Upp::Value&)(&val)))'
C:/upp/uppsrc/Core/String.h:278: note: candidates are: const Upp::String&
Upp::String::operator+=(char)
C:/upp/uppsrc/Core/String.h:279: note:                const Upp::String&
Upp::String::operator+=(const char*)
  <near match>
C:/upp/uppsrc/Core/String.h:280: note:                const Upp::String&
Upp::String::operator+=(const Upp::S
 tring&)
C:\upp\uppsrc\DropGrid\DropGrid.cpp: In member function `virtual Upp::Value
Upp::DropGrid::Format(const Upp::V
 alue&) const':
C:\upp\uppsrc\DropGrid\DropGrid.cpp:687: error: no matching function for call to
`Upp::DropGrid::PopUpGrid::Ge
 tConvertedColumn(const int&, Upp::Value) const'
C:/upp/uppsrc/GridCtrl/GridCtrl.h:1282: note: candidates are: Upp::Value
Upp::GridCtrl::GetConvertedColumn(int
 , Upp::Value&) const
```

DropGrid: 2 file(s) built in (0:05.92), 2964 msecs / file, duration = 5944 msecs

There were errors. (0:06.27)
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Subject: Re: DropGrid
Posted by unodgs on Wed, 05 Sep 2007 20:00:49 GMT
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DropGrid uses GridCtrl so just add it to your main package (next time I'll update upp file to force ide to do it automaticaly). As for hiding not matched rows it's very easy to do. I'll add it.